Function Keys Function Keys

# **Function Keys**

Use this basic rule to define the detection logic for the function keys in the character screens. To do so, you have to define the lines that are to be searched for function keys and an identifier for each function key that is to be detected.

The following keys can be detected:

- the ENTER key,
- function keys (PF1 through PF48),
- 3270 special function keys (PA1, PA2, PA3, Att, Reset, Clear or SysReq),
- BS2000 special function keys (F1 through F24, K1 through K14, DUE1 and DUE2).

The following applies when the host is a UNIX or OpenVMS machine and when the function keys have been defined using Natural statements: if the environment variable

NSW\_PF\_MSG\_LINES\_NATIVE\_FORMAT has not been set to "YES", it is not necessary to define this rule. In this case, the function keys are detected automatically by Natural UNIX and Natural OpenVMS. See the sections *Installing Entire Screen Builder on Natural UNIX Hosts* and *Installing Entire Screen Builder on Natural OpenVMS Hosts* in the *Installation and Configuration* documentation for further information on this environment variable. However, if the function keys have been defined manually in the Natural map, you must also define the function keys using this rule.

This chapter covers the following topics:

- Maintaining the Function Keys Rules
- Overview of Options
- Defining the Detection Rule for a Specific Function Key

## **Maintaining the Function Keys Rules**

When function keys are detected on a screen, they are removed from the character screen. They are then added to one of the following toolbars - depending on the session type:

- function keys toolbar
- 3270 keys toolbar
- BS2000 keys toolbar

To send PF keys in AS/400 style, the session has to be defined as an AS/400 session. See *Communication Properties for Telnet TN3270* in Entire Screen Builder's *System Management Hub* documentation.

If you do not define a Function Keys rule, function keys cannot be detected by the following rules:

- Buttons for Main Dialogs
- Buttons for Child Dialogs

#### To display all defined Function Keys rules

• From the **Basic** menu, choose **Function Keys**.

The Function Keys dialog box appears.



When function key rules have already been defined, the description of each rule is shown in this dialog box.

The color red in the symbol to the left of a description indicates that this rule has been disabled. A symbol with the color green indicates that the rule is enabled.

#### **Caution:**

If the same key has been defined in two different rules which are both active, the definition from the first rule in the above dialog box is used.

The following command buttons are available:

New	Add a new Function Keys rule (see below).
	Modify the selected Function Keys rule. Alternative: double-click a a Function Keys rule.
Delete	Delete the selected Function Keys rule.

## To add a Function Keys rule

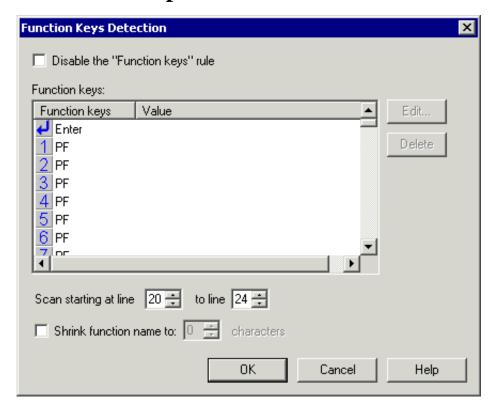
- 1. Display the Function Keys dialog box as described above.
- 2. Choose the **New** button.

The Function Keys Detection dialog box appears.

- 3. Specify all required information as described below.
- 4. Choose the **OK** button.

Function Keys Overview of Options

## **Overview of Options**



When a detection rule has already been defined for a specific key, this is shown in the Value column.

#### Disable the Function Keys rule

When this check box is selected, this rule is disabled.

#### Scan starting at line n to line n

The lines of the screen that are to be searched for the function keys. Example: lines 20 through 24.

#### Shrink function name to n characters

When this check box is selected, the names of the functions that are to be invoked are truncated to the number of characters specified in the spin box.

The following command buttons are available:

Edit	Add/modify the detection rule for the selected function key (see below). Alternative: double-click a function key.
Delete	Delete the detection rule for the selected function key. The function key itself is not deleted.

## **Defining the Detection Rule for a Specific Function Key**

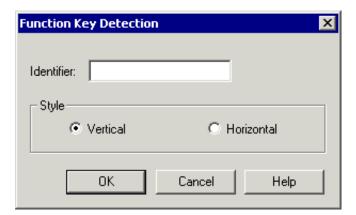
You have to define a detection rule (identifier), if you want to detect the following:

- a function key on a mainframe screen,
- a function key that has been added manually to a Natural UNIX or Natural OpenVMS screen.

### To define the detection rule for a specific function key

- 1. Display the Function Keys Detection dialog box as described above.
- 2. Select the function key for which you want to define a detection rule.
- 3. Choose the **Edit** button.

The Function Key Detection dialog box appears.



- 4. In the **Identifier** text box, specify a case-sensitive string that is considered as an indicator of a possible function key. The identifier depends on the style (see below).
- 5. In the Style group box, select one of the following option buttons:

#### Vertical

The key name is above the function name that is invoked with this key.

#### Example:

If you want to define the detection rule for PF1, you have to define "PF1" in the **Identifier** text box.

#### Horizontal

The key name is to the left of the function name that is invoked with this key.

Example:

If you want to define the detection rule for PF1, you have to define "PF1=" in the **Identifier** text box.

6. Choose the **OK** button.